



Telephone .. 780.430.0164  
Fax ..... 780.439.6374  
www.bioware.com

#302, 10508 – 82 Ave  
Edmonton, Alberta  
Canada T6E 6H2

**For Immediate Release**

For more information, contact:  
Scott McLaughlan  
[scottm@bioware.com](mailto:scottm@bioware.com)  
Teresa Cotesta  
[teresa@bioware.com](mailto:teresa@bioware.com)  
Tom Ohle  
[tom@bioware.com](mailto:tom@bioware.com)

**Overwhelming fan endorsement of BioWare community:  
Over one million members subscribe to developer's community.**

EDMONTON, Alberta, Canada – May 30, 2003 – BioWare Corp. today released new statistics concerning the official BioWare Community that clearly substantiate growing fan interest in the developer and its products.

Since October 2001, the official BioWare Community has experienced tremendous growth, recently passing through the one million member milestone. In addition to the milestone achieved in registered user accounts, the BioWare Community also crossed the two million mark in total forum posts. "BioWare set out to build the infrastructure to support a vibrant community that would in turn deliver value to fans of our games long after a title has shipped. We're thrilled about our community's active involvement, which not only extends the value of shipped games, but also improves the game design of future projects, an experience we've enjoyed with our upcoming LucasArts published title *Star Wars*® **Knights of the Old Republic**™," said Dr Ray Muzyka, Joint CEO of BioWare Corp.

The official BioWare Community website supports fans of BioWare's games with community forums, downloads and technical support. For certain titles BioWare has developed extensive value for community members by offering new game modules and tutorials, as well as custom support for player guilds that gives each guild the ability to operate their own meeting space, complete with guild specific discussion forums, news system, calendar system and membership management tools.

"With nearly 2,500 community created Neverwinter modules now available for free download, our fans seem to have adopted our user creation toolset to develop creative and highly immersive adventures for the entire community," said Dr. Greg Zeschuk, Joint CEO of BioWare Corp. "Fans should expect more



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of this type of support behind future BioWare products as it not only extends the value of shipped titles but is an invaluable resource for future game development," he added. "BioWare's Community/Live Team is actively involved in fan discussion and carefully monitors feedback on our titles. Our fans will be very pleased to see some of their suggestions and recommendations incorporated in future BioWare products," said Scott McLaughlan, Director of Marketing.

### **About BioWare**

BioWare Corp. is an electronic entertainment company that develops computer and console games. BioWare's developers are currently hard at work on ***Star Wars*<sup>®</sup> Knights of the Old Republic<sup>™</sup>** (to be published by LucasArts) for the Xbox and PC. Development continues on two **Neverwinter Nights<sup>™</sup>** expansion packs (to be published by Atari) - **Neverwinter Nights: Shadows of Undrentide<sup>™</sup>** (co-developed with Floodgate Entertainment) due in Spring 2003, and the second Neverwinter Nights expansion , **Neverwinter Nights: Hordes of the Underdark**, planned for the fall. Two currently untitled projects, one an Xbox title (to be published by Microsoft), the other a PC title (no publisher yet announced), both featuring original BioWare intellectual properties, are also in development. Neverwinter Nights has enjoyed significant commercial and critical success and is currently garnering Game and Role Playing Game of the Year accolades. Previously published projects include: Shattered Steel<sup>™</sup>, the genre-defining Baldur's Gate<sup>™</sup> role playing game series for the PC, MDK<sup>™</sup>2 for Dreamcast and PC, and MDK<sup>™</sup>2: Armageddon for PlayStation<sup>®</sup>2. BioWare information can be found online at [www.bioware.com](http://www.bioware.com).

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